RANGER

Rules of Play

OMEGA GAMES

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This Table of Contents is designed to aid players in finding key sections of the rules for easy reference during play. An outline of the sections of the rules is provided. Beneath the listing of each section is a summary of the paragraphs in that section. Each paragraph is summarized by a word or phrase indicating the focus of that paragraph. Also listed for each section is the number of the page on which the section begins.

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I. INTRODUCTION

Ranger is a tactical simulation of the actions of a modern Ranger patrol on a combat mission. The game places the player in the role of the patrol's leader allowing some of the decisions that face a Ranger patrol leader to be experienced. While a great deal of such operations is physical, the problem-solving and decision-making of the patrol leader are critical as well. *Ranger* offers the player development of these tactical skills as well as a realistic, easy to play simulation of patrolling operations.

The game uses a unique, fast playing game system emphasizing playability and tactical decisions. The game is played solitaire and uses a combination of the player's intentions and random tactical events to create the feel of the battlefield confronting a Ranger patrol leader. The enemy situation is presented and modified as the patrol leader would encounter it. This system of play creates an appropriate simulation of the uncertainty of events that exists during operations in enemy territory.

Distance in the game is expressed in meters. The distances range from 0 to 1500 meters. The distance scale is found on the Tactical Template. Time is expressed in multiples of 15 minute periods. Most events require fifteen or thirty minutes. Each individual Ranger in the patrol is represented, with the player in the role of the patrol leader. The enemy is represented by enemy strength factors with certain key weapons denoted. Enemy strengths vary throughout the game depending on the situation. Each point in the enemy strength factor is roughly equivalent to one enemy soldier.

Ranger is unlike most board wargames in many respects. There are no die-cut counters to represent military units. Instead, the patrol's route, location and movement are plotted directly on the map itself. Enemy positions are also plotted directly on the laminated map when indicated by the Tactical Events Booklet. The map itself does not use an over-printed hexagon grid system to control movement and combat. Instead the player uses a Tactical Template and the Tactical Events Booklet to control all mechanics of play.

The Tactical Events Booklet is the heart of the game. It is an interlocking series of tactical events. Each represents a possible situation which might occur during the patrol. *Ranger* is played by refering from paragraph to paragraph of the TEB and following each instruction encountered. A combination of the player's decisions, previous decisions and dice rolls determines which event will occur next.

Finally, *Ranger* is designed to be easy to play in comparison with most wargames. The rules are not as lengthy as those in some other games. Moreover, once a player is familiar with the game system, the Tactical Events Booklet is relatively self-explanatory. A player should be able to replay *Ranger* with little reference to the rules.

Patrolling operations may be unfamiliar to a player. A proper introduction to patrolling will facilitate a player learning to play and enjoy *Ranger*. It is recommended, therefore, that players read the Patrolling Tactics Booklet before reading further in the rules. After becoming familiar with the requirements for planning and conducting a modern small unit patrol, the player should then read the rules of play in their entirety. After reading the rules, the players should conduct a mission to become proficient in playing *Ranger*. (Players may wish to choose a squad reconnaissance mission for their first game to minimize complexity of play.)

II. GAME COMPONENTS

A complete copy of *Ranger* includes:

1	Rules of Play Booklet
1	Patrolling Tactics Booklet
1	Tactical Events Booklet (TEB)
1	Laminated Game Map
1	Laminated Patrol Record Log (PRL)
1	Tactical Template
1	Glossary Folder
1	Combat Results Card (CRC)
1	Tactical Reference Card (TRC)
1	Extended Patrolling Card
18	Mission Cards (2 Sheets of 9 Cards)
2	Dice
1	China Marker Pencil
1	Box

If any of these components are missing or damaged, please contact Omega Games for replacements.

III. PLAY OF THE GAME

Ranger simulates the operations of a patrol operating behind enemy lines. The patrol is comprised of a US Army infantry squad or platoon. The patrol is assigned a specific mission and will operate forward of friendly lines. The patrol's mission will include a method of insertion into the area of operations, the location of the objective and a time schedule and a method of extraction.

The game begins with planning and preparation for the mission and proceeds through insertion, movement, security halts, enemy contacts, actions at the objective and extraction. Movement to and from the designated objective may be uneventful or end in disaster. Likewise, executing the patrol's assigned mission in the objective

area may go smoothly or not. The player proceeds through each step until the patrol is extracted or eliminated completely.

Less time is required to set *Ranger* up for play in comparison with most other military simulations. Merely place the game map and Patrol Record Log on a flat surface, shuffle the mission cards and invert the stack. All other game equipment should be placed in accessible location. Turn to paragraph one of the TEB. Begin play by reading the paragraph and following its instructions.

The TEB is the primary playing aid in the game equipment. It consists of 218 paragraphs each representing a possible tactical event or situation that might occur during the patrol's execution of the mission. Each paragraph explains a separate event and lists a set of instructions which allows the proper simulation of the event. The instructions of each paragraph should be followed exactly. All tactical events are written to be self-explanatory. The notations used in the TEB are explained later in the rules. A key to the instructions is also included later in the rules.

On the battlefield, chance events always effect the outcome of an intended action. To simulate this effect, certain tactical events are random while others depend entirely on the player's decisions. To maximize realism, the player should not read the TEB in an attempt to learn the game. Since random events are based on probability, however, the game should prove just as enjoyable to play even after a player is thoroughly familiar with the TEB.

The TEB is written in the language of actual Ranger operations. It is realized that many wargamers will not be completely familiar with this language or the tactics involved in patrolling. If the player has questions concerning either of these, consult the Patrolling Tactics Booklet or the Glossary Folder. These folders are discussed later in the rules.

The Patrolling Tactics Booklet provides all necessary information concerning tactics. During play, the player should refer only to the Glossary Folder and not the Patrolling Tactics Booklet. This would be unrealistic as a patrol leader does not have the opportunity to consult manuals or references during the execution of the mission. (Players may refer to the Tactical Summary printed on the back of the booklet as a reference.)

Players win *Ranger* by accomplishing their assigned mission. The level of victory will be diminished or turned into defeat by suffering casualties and making certain tactical errors during the execution of the operation. Victory is determined by the TEB at the end of the game.

Ranger is initially played by conducting a patrol to execute a single mission. The game includes 18 separate missions. After mastering these single mission patrols, players may wish an additional challenge. Extended patrolling operations allow players to conduct an extended patrol behind enemy lines with a series of individual missions over several days. Extended patrolling operations are covered by a separate rule at the end of the rules booklet.

IV. SETTING UP THE GAME

Place the map on a large, flat playing surface such as a kitchen table. Place all playing aids in a location where they are readily accessible. If you have not already done so, carefully cut the Mission Cards apart.

If the player wishes, he should change the patrol leader's name to his own. The names on the PRL are those of actual Rangers, but may be changed as desired. The player is now ready to play.

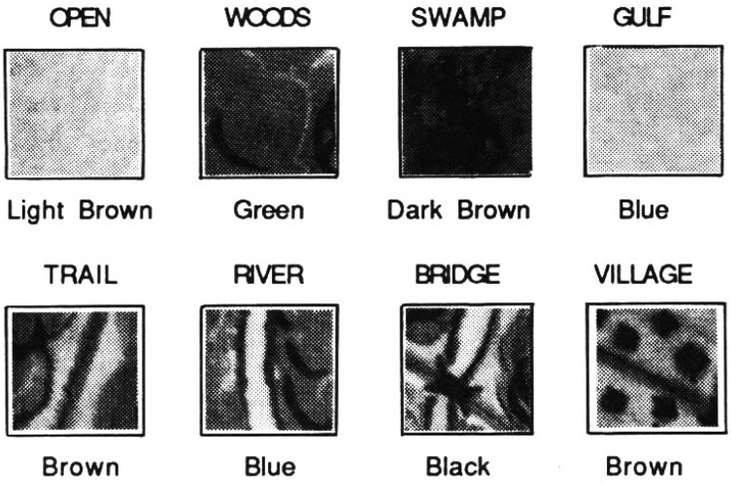
Turn to paragraph one of the TEB and begin play. Read the paragraph carefully and comply with its instructions. If all of the TEB's instructions are followed exactly and in the proper order, the player will experience mental situations similar to those faced by a Ranger patrol leader in combat. Play continues until the patrol is extracted from the area of operations, returns to friendly lines after the mission or is completely eliminated due to enemy contact.

V. GAME MAP

The game map is a graphic representation of a hypothetical portion of the earth's surface. The map is set in a Central American environment. The scale of the map may be found on the Tactical Template. The map represents a coastal lowlands area and is flat, swampy and thickly vegetated. Several dirt roads criss-cross the area connecting the small, rural villages. The river is wide, deep and swift moving. It is crossed by several wooden bridges. The river flows into a gulf, a small section of which is shown.

The map should be oriented so that the bay is located along the bottom right hand corner. The top of the map is north. (For military map readers: grid, magnetic and true north are all considered the same direction and are simply referred to as north.)

Terrain in the area is comprised of open, wooded or swampy areas. These types of terrain and the trails, rivers, bridges, villages and the gulf are represented on the map by simple, graphic symbols. The effects of the various types of terrain are incorporated into the instructions of the TEB. The following is a key to the graphic symbols used on the map to represent the different types of terrain.



The map does not have the over-printed grid system found in most simulations. In *Ranger*, combat and movement are controlled by the TEB and the Tactical Template. The patrol's location, intended routes, target reference points and objective, as well as all enemy information, are plotted directly on the laminated map with a china marker pencil or any water-soluble marker. (Other types of markers may not erase completely or easily.)

A grid system is printed along the map's edges to facilitate locating and plotting assigned objectives and other points specified in the mission cards. This grid system is a familiar one often used to divide a map into sections. Extend imaginary lines across the map from each tick mark along the edges of the map to the corresponding mark on the opposite edge. This divides the map into imaginary squares. A square is identified by the two marginal letters with the letter along each side being listed first.

Example: LJ is in the gulf, FC is in a swampy area and the four villages are in KI, LC, DC and GH.

Players should not be worried about the lack of a more complex map grid. All locations are given in the following manner: 200m at 12 o'clock from the bridge in LH. There will only be one bridge in LH. Since RANGER is a solitaire game, as long as the player uses a consistent measuring method with the Tactical Template, accuracy will not be a factor.

VI. TACTICAL EVENTS BOOKLET

The Tactical Events Booklet (TEB) is a unique system of play. The TEB is a comprehensive collection of possible tactical events. Combined with the player's decisions and required dice rolls, the TEB simulates the events of a patrolling operation as they would occur and resolves them realistically.

Each paragraph is a self-contained event. The paragraphs are each composed of two distinct halves. The first half is a description of the event in prose. The remainder of the paragraph is comprised of individual administrative instructions. The instructions must be followed exactly and in the correct order.

The player turns to another paragraph when instructed to do so. The player follows all instructions, makes all necessary decisions, rolls all required dice rolls and applies all results. When an applicable instruction directs the player to refer to another paragraph or section, he turns to the indicated paragraph or section immediately. No other paragraph may be substituted. Once a decision is made or the dice rolled, no other may be substituted. Play continues in this manner until the patrol is extracted or eliminated completely.

The paragraphs of the TEB utilize a set of symbols to impart instructions. The following symbols are used:

Go to 13	Refer immediately to paragraph 13
Go to II	Refer immediately to section II of the current paragraph
Go to 13, II	Refer immediately to section II, paragrah 13
C2	Type of Enemy Contact 2
R3	Reaction to Enemy Contact 3
1	If Rehearsal Area 1 was rehearsed
T	If the appropriate type of enemy contact was rehearsed

The symbols for the types of enemy contact as well as those concerning rehearsals are used in resolving combat and are discussed later in the rules. Other instructions in the TEB such as those to execute attacks, expend time or change the patrol's configuration do not use symbols and will be explained in prose.

Some paragraphs make reference to the Enemy Contact Level (ECL). The ECL is used to minimize the sequential occurrence of unrealistic paragraphs. An initial Enemy Contact Level is indicated in the mission and will be adjusted up or down as indicated by the TEB. The ECL will be used as a die roll modifier in determining the next paragraph or section.

The Tactical Events Booklet is not designed to be difficult to use. The paragraphs are written to be relatively self

explanatory. Even so, some clarifications may help. Some notes have been included at the end of the TEB for reference during play. Players are advised to review these notes.

VII. PATROLLING TACTICS BOOKLET/GLOSSARY

Included as playing aids are the Patrolling Tactics Booklet and the Glossary Folder. These two folders explain the tactics and terms used in the game. Patrolling is an extremely difficult task which many officers and non-commissioned officers in the US Army never fully master. The importance of patrolling to the mission accomplishment of a maneuver unit is impossible to overestimate. A player should not be discouraged if the tactics of the game are foreign. A player does not need to have any prior experience with patrolling to learn and enjoy the game. Reading the Patrolling Tactics Booklet will serve to educate the player in many areas that may be confusing or unfamiliar.

The language of the game is in many cases the language of actual US Army patrolling operations. The Glossary Folder provides a glossary of patrolling terms used in the game. This is to provide the player with a quick reference to eliminate problems arising from the language of the game.

The Glossary Folder is intended for quick reference during play of the game. The Patrolling Tactics Booklet, however, should not be utilized during actual play. (The player may, however, refer to the Tactical Summary printed on the back of the booklet.) A patrol leader in a combat situation does not have the time or opportunity to use any reference material. Learning tactics should be accomplished before and after the patrol.

The Patrolling Tactics Booklet offers only a broad view of the tactics pertinent to such operations. No detailed techniques or Ranger unit SOPs are presented. Such information is unnecessary for play of the game and should not be made public. The information presented in the folder is only provided to allow the player to play and enjoy the game and become familiar with the art of patrolling as practiced by a well trained infantry unit.

VIII. PATROL RECORD LOG

The Patrol Record Log (PRL) is used to record all planning and effects of tactical events. It reflects the patrol's current status and configuration. As with the map, it is laminated and a china marker pencil or a water-soluble marker is used to record data directly on the PRL. The size, organization, weapons, ammunition, equipment and speed of the patrol are determined during the planning phase of the patrol (Paragraphs 1-7 of the TEB). As directed by the TEB, record the initial status of the patrol on the PRL. As changes are directed by the TEB, they are also recorded on the PRL.

Time: Time is expressed in the game in multiples of 15 minute periods. Some of the tactical events cause the expenditure of time. If no expenditure is indicated, none occurs. The instructions of the TEB will indicate to expend a specific number of minutes. In the Time section of the PRL each square represents 15 minutes. These squares are grouped into blocks of four representing one hour.

The Time section of the PRL represents a 24 hour clock. The mission card dictates a start and end time for the patrol. All squares prior to the start time and subsequent to the end time should be marked off. This avoids confusion as to the length of the patrol. As the TEB indicates time is expended, the player should mark off the appropriate number of squares. The game continues until the patrol is extracted or completely eliminated.

If the end time indicated on the mission card is reached and the patrol is still on the map, play continues. The end time is used only in evaluating victory at the conclusion of the game. After the end time has been missed, time is only recorded to establish if an event occurs during day or night. A player may request an extension of an end time once per game. Such a time extension moves the end time forward on the Time Section of the PRL. This is done during a security halt in accordance with the instructions of the TEB. If necessary, marks may be erased from the squares of the Time section to allow continuation of the 24 hour clock.

Configuration: The patrol's configuration refers its physical posture. The configurations available to the player are limited. The appropriate configuration of the patrol is recorded on the PRL by circling the appropriate abbreviation. A Tactical Summary of all configurations, diagrams of them and their abbreviations is found on the back of the Patrolling Tactics Booklet.

The player may only change the patrol's configuration when allowed by the TEB. This prevents unrealistic alternating between configurations to obtain additional advantages from the TEB. Occasionally, the TEB will force the player to change to a specific configuration. This is mandatory and is in effect until the TEB indicates the player may change configurations again.

Speed: The TEB determines the distance the patrol may travel per the instructions of a single paragraph. This indicated distance is a maximum. The patrol's speed level may reduce this maximum allowance. The speed of each individual Ranger is determined in accordance with the instructions of the TEB. The patrol's speed equals the speed of the Ranger with the lowest speed level.

Each Ranger's speed is determined by totalling the weight factors of all weapons, ammunition and equipment he is carrying and comparing this total with the Ranger's Load Factor. Load Factors of each Ranger and Weight Factors of each item carried are found on the PRL. The Speed Chart on the Tactical Reference Card determines the individual Ranger's speed by comparing his load factor with the total weight factors he is carrying.

Example: Ranger #5 has a load factor of 10. He may carry up to 6 weight factors and still move at Speed Level 1. If he carries 7, he moves at Speed Level 2.

Speed is expressed in levels and each level has a limit on the maximum distance the patrol may travel per the instructions of one paragraph. If the TEB indicates the patrol may move a greater distance than the speed's limit, the excess distance is ignored. The chart on the Tactical Reference Card indicates the limits of the speed levels on the maximum distance the patrol may travel per TF.

Any W or K casualties must be evacuated by stretcher by two other Rangers. The two Rangers transporting the casualty move at speed level 4.

The only way of increasing a patrol's speed level is to evacuate the transported casualties or to lighten the Ranger's load by reorganizing the patrol during a security halt or expending ammunition. Players must recalculate a patrol's speed at any time equipment loads change.

Weapons: Weapons are selected for each Ranger during planning. Each weapon a Ranger may carry is indicated on the PRL by a picture of that weapon. All weapons carried by the individual Ranger are circled. With one exception, each Ranger may only carry one weapon at any one time. One Ranger per squad may carry a Dragon Tracker in addition to an M16. Weapons may reorganized during security halts or during actions at the objective as indicated by the TEB.

Ammunition: Ammunition is selected for each man during planning. Ammunition is expressed in loads. Ammunition loads are graphically represented on the PRL in a manner similiar to weapons. The ammunition carried by each Ranger should be circled. (Players are free to use any method of indicating which ammo is carried they wish.)

Some ammunition is carried readied, while some is carried unreadied. Readied ammunition represents ammunition prepared for use. Unreadied ammunition represents additional ammunition loads carried in the Ranger's rucksack. Each Ranger is limited in the amount of ammunition he may carry by the number of graphic symbols on the PRL. The Tactical Reference Card explains, by type, any limitations and the number of factors per load.

When indicated by the TEB, factors of readied ammunition loads are expended. Ammunition factors that are expended are marked off. Unreadied ammunition may only be carried not expended. When all readied symbols are marked off, the Ranger is considered to be depleted of ammunition and may not fire regardless of any unreadied ammunition he carries. Unreadied ammunition may be readied at the ORP or in security halts and ammunition is resupplied in patrol bases in accordance with the instructions of the TEB.

Equipment: Equipment is recorded in the same manner as weapons. A Ranger is limited in the equipment he may carry by the number of graphic symbols on the PRL. Equipment is automatically unreadied during movement and readied at the Objective Rally Point (ORP). Equipment may only be reorganized during security halts or during actions at the objective in accordance with the instructions of the TEB.

Casualties: All casualties are recorded on the PRL for quick reference. Circle the appropriate level of casualty as it is determined. The abbreviations on the PRL correspond to casualty levels:

K Killed in Action

W Severely Wounded in Action (Stretcher)

w Wounded in Action (Ambulatory)

\- Superficially wounded (not recorded on the PRL)

As the casualty's disposition changes, it is noted on the PRL. The following symbols are used:

S The casualty is being carried by stretcher

E The casualty has been evacuated

L The casualty was left along the patrol's route

B The casualty was buried along the patrol's route

These codes are summarized on the PRL. These codes must be written in the appropriate Ranger's casualty section. If a Ranger is left or buried a L or K is also noted in the proper location on the game map.

Rehearsals: Areas rehearsed during planning are indicated by circling the appropriate number in the Rehearsal section on the PRL. A complete list of these areas is on the Tactical Reference Card. Rehearsed actions will favorably modify combat when those situations occur.

Number: A sequential numbering of the Rangers in the patrol. These numbers are used in distributing casualties.

Name: Names of actual Rangers. Players may feel free to substitute their own names, particularly as patrol leader.

Position: The Ranger's position in the squad or platoon. The following abbreviations are used:

PL	Patrol Leader (Platoon Leader)
APL	Assistant Patrol Leader (Platoon Sergeant)
SL	Squad Leader (PL in a squad patrol)
ATL	A Team Leader
BTL	B Team Leader (APL in a squad patrol)
RTO	Radio Telephone Operator
MG	Machine Gunner
AG	Assistant Machine Gunner
B	Ammunition Bearer
G	Grenadier
R	Rifleman

IX. TACTICAL TEMPLATE

The Tactical Template is used to plot designated locations and enemy forces on the map. The template has a central point to represent the patrol or the indicated reference point. The center is placed over the base location. If the indicated point is the patrol's location, the direction of 12 o'clock is lined up along the plotted route in the direction of immediate movement. If the indicated point is a terrain feature on the map, such as bridge, the direction of 12 o'clock is lined up with due north.

The scale along the edge of the template is used to measure distance. The player should interpolate, or estimate distances, in a consistent manner. During enemy contact, the player should compute the range with each movement rather than attempt drawing the maneuvers to scale. The thickness of the china marker and time considerations make such calculated ranges desirable.

X. PLANNING THE PATROL

Planning Ranger operations is a critically important, time consuming effort that has a telling effect on the performance of the patrol. This effect is simulated by the planning paragraphs (1-7) of the TEB and several dice roll modifiers indicated in the TEB.

Planning begins with determining the mission, developing a plan, plotting routes and preparing for the mission. The TEB will guide the player through receiving the mission, planning routes, determining the patrol size (squad or platoon) and task organizing for Actions at the Objective.

During planning, the player arms and equips his Rangers. Do not leave essential equipment behind in the interests of speed. Do not, however, overburden the Rangers to the point of lowering their speed to level 3 or 4 unless absolutely necessary.

Planning concludes with the warning order, operations order, inspections and rehearsals. Rehearsals are of importance to combat resolution for the remainder of the game. Planning ends with the patrol's insertion in the area of operations.

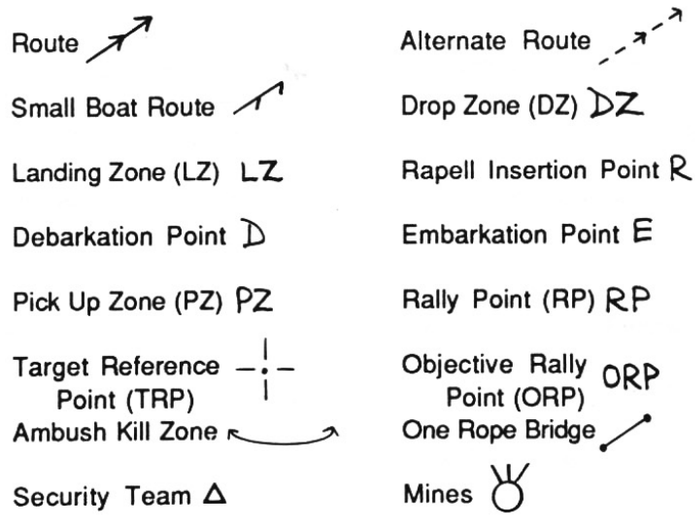
To play the game, players need only to be familiar with the planning process. The TEB will instruct the player in planning and rehearsing for the mission. The first seven paragraphs of the TEB simulate the planning phase of a patrol in a guided and instructional manner. A player is not expected to plan the patrol from memory.

A player should not assume that planning is not important because it is simulated in in such a guided manner. Decisions made during planning will affect certain events throughout the game and, therefore, should not be treated lightly.

XI. MOVEMENT

The patrol spends the majority of the game involved in movement. Although Actions at the Objective is the critical phase of the game, successful infiltration and exfiltration are highly important as well. As in actual patrolling, the player must plot his intended route in advance of actually beginning the mission.

During planning, the player plots his intended route on the game map with the china marker pencil or a water soluble pen. The complete route to and from the objective rally point should be indicated. Alternate routes should also be plotted. In plotting these routes, the following symbols are used:



Headquarters (HQ) HQ SAM Site

Communication Site Supply Cache

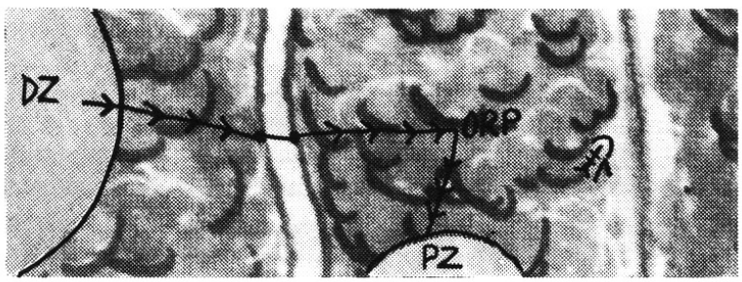
Routes are only plotted from the insertion point to the ORP and from the ORP to the extraction point. The plotting of the Actions at the Objective is conducted during execution of the mission in accordance with the instructions of the TEB. The following symbols are used in plotting Actions at the Objective:

Security Team △ Support Element

Assault Element * Recon Element

*The limits of the ambush kill zone also use this symbol. Utilize the limits of the ambush kill zone until the ORP is reached. Erase the plotted kill zone and plot the smaller assault position symbol when the assault element occupies its position.

Example:The patrol conducts an airborne insertion and a stream crossing. The patrol then moves to the ORP. After conducting a reconnaissance of a suspected enemy SAM site, the patrol moves to a pick up zone where it is extracted by helicopter. Notice Actions at the Objective are not plotted until the actions actually occur.



To conduct movement along the plotted route, a player will follow the instructions of the individual paragraphs of the TEB. The player will be instructed to determine the type of terrain the patrol currently occupies and conduct several dice rolls. The results of these will refer the player to either an enemy contact paragraph, random event paragraph or a movement paragraph. The movement paragraph will have the player move the player a specific distance along the plotted route from its present location.

The actual distance moved by the patrol is determined by the TEB. The player follows the directions of the TEB and applies results as determined. If, while attempting to move, the patrol makes enemy contact; the patrol's location does not change. The combat procedures are followed to resolve the contact. After completely resolving the contact, a new movement determination procedure must begin. If combat causes the patrol to abandon its routes. alternate routes give the patrol an advantage in the form of multipliers in the TEB. Time is expended as required.

During any movement determination procedure in which no enemy contact occurs, the patrol's location will change. The TEB will determine a maximum distance travelled. Reducing this distance, if necessary, due to the patrol's speed level and plot the patrol's new location on the map. Beginning at the patrol's present location, align the distance scale on the Tactical Template with the patrol's route. Place the 0 at the patrol's present location and plot the new location at the appropriate distance in the direction of movement.

If the moving patrol encounters a trail, river, village or enters a different type of terrain; movement halts immediately. A new movement determination procedure must begin. If the patrol is at a trail or river, the player must conduct a security halt to cross the obstacle. If the patrol has entered a different type of terrain, movement continues by beginning a new determination procedure.

If the player desires to: cross a trail or river obstacle; recon for the intended ORP, RRP, or patrol base; reorganize the patrol; issue a FRAGO; request a time extension, mission abort, or extraction; prepare for a small boat operation (SBO) or attempt a partisan link-up, he must conduct a security halt at the beginning of the movement determination procedure. All of these procedures are self-explanatory in the TEB. If enemy contact occurs during a security halt, a player may have to conduct another security halt after resolving the contact or moving to continue his desired actions.

Any time the patrol's movement is halted, any remaining movement allowance (distance) is lost. After completing all necessary actions, movement resumes by conducting a new movement determination procedure.

If a player wishes to move a distance less than the maximum allowance, he may do so. He may not, however, exceed the maximum distance allowed.

XII. ENEMY CONTACT

During movement, there is a possibility the patrol may become engaged in contact with the enemy. These contacts include all encounters with the enemy other than those planned during Actions at the Objective. Among these are: indirect fire, near ambushes, far ambushes, sniper fire, chance contacts, patrol boats, and mines. Their occurance is the result of a combination of the player's decisions and dice rolls when applicable.
When the TEB indicates contact; follow all instructions, make all required decisions and roll the dice when instructed to resolve the situation. (Combat resolution is

explained later in the rules.) After completely resolving the contact, a new movement determination procedure begins.

XIII. PLOTTING AN ENEMY FORCE

The TEB may dictate an enemy contact to occur. If so, plot the enemy force on the map in accordance with the instructions in the TEB. Use the Tactical Template to plot the enemy's location and strength. Place the center of the template on the patrol's present location. Align the 12 o'clock line with the patrol's direction of movement. Determine the enemy's direction and distance from the TEB. Plot the enemy's direction using the template as a guide. Use the template's distance scale to determine the correct location of the enemy force.

Mark the enemy's position by the number representing the enemy's strength factor. If a sniper or MG is present with the enemy, note this by the Enemy Strength Factor. Use either an asterik or an initial (S or MG). If the TEB later directs the reduction of the enemy strength factor, erase the number and replace it with the correct reduced factor. After the contact is resolved, the enemy's strength and location should be erased.

XIV. COMBAT

Resolving Individual Attacks: When the TEB indicates a friendly or enemy attack, it must be resolved and all effects applied. Enemy and friendly attacks are resolved by separate procedures. Each procedure uses the Combat Results Chart. The Combat Results Chart contains a matrix of all Attack Tables used in the game. Each Attack Table is identified by a letter or letter combination A-V.

Attack instructions in the TEB may include modifiers. Modifiers such as Shift +2 or Shift -3 are termed shift modifiers. Shift modifiers indicate shifting up or down on the Combat Resuts Chart from the basic Attack Table to another to be used in resolving the attack. Modifiers such as +1 or -2 indicate adding to or subtracting from the dice roll result.

To resolve the attack, roll two dice. Refer to the Combat Results Card. Cross-index the modified result of the dice roll with the proper Attack Table. In an enemy attack, this number is the number of casualties inflicted by the attack. In friendly attacks, the enemy strength factor is reduced by this result.

Enemy Attacks: To determine which Rangers become casualties during an enemy attack, use the Casualty Distribution Table. Roll the dice once for each casualty indicated by the result of the attack. Some dice rolls will be modified due to the type of enemy contact. Cross-index each modified dice roll with the number of Rangers in the element under fire. The result is a number. To determine which Ranger is the casualty, count down the indicated number of Rangers in the element under fire. Count down from the top of the PRL.

EXAMPLE: An attack is made on a security element of three Rangers. The number of casualties inflicted is one. The Casualty Distribution Table is consulted and the dice rolled. The result is an eight. Cross-indexing the dice roll of 8 with 3 (the number of Rangers in the element) yields the result 2. This indicates the second Ranger in the element is the casualty. If Rangers 3, 7 and 32 are in the element, the casualty is Ranger 7.

To determine the severity of the wound, consult the Casualty Level Table. Roll a die and cross-index the result with the range to the enemy force. The range of any enemy indirect fire attack (C16) is 0m, the range of any C4 or C5 attack is 150m. This will yield a casualty level. If the Ranger is already a casualty, only a more serious wound has any effect. There is no cumulative effect for lesser or equal wounds.

EXAMPLE: Ranger 7 was determined to be a casualty above. The enemy had been at a distance of 100m and a 3 was rolled. Ranger 7 is a W casualty. If Ranger 7 had previously been a W casualty, the result would have no additional effect. If a 2 had been rolled, the w result would have also had no additional effect. If a 6 had been rolled, Ranger 7 would have become a K casualty.

K Rangers are no longer counted in casualty distribution. K and W Rangers are unable to move and must be evacuated by two other Rangers or helicopter. K and W Rangers may not fire their weapons. They may continue to carry their weapons and equipment. (The equipment, weapons and ammo are, in effect, stacked on the stretcher.) Rangers evacuating K or W Rangers may not fire their weapons either. They may also continue to carry their weapons and equipment. K or W Rangers remain with the patrol until the player decides to dispose of casualties.

Rangers that receive w or - wounds suffer no effects. This result is provided for victory conditions and player information only.

The patrol leader suffers casualties for player information only. Such casualties are not recorded nor does the patrol leader suffer any effects.

Casualties' weapons and readied equipment or ammunition may be picked up by other Rangers in any immediately ensuing reorganization provided the patrol has not moved

since the attack. Once the patrol has moved, the weapons and equipment may not be recovered, even if the casualty is later recovered. The load and speed of each Ranger involved in such an exchange must be immediately recalculated. Rangers may drop their own weapons, equipment or ammunition at any time. Once dropped, the item is lost permanently. If a Ranger drops any unreadied item, all of his unreadied items are considered dropped unless the patrol is reorganizing equipment.

Friendly Attacks: When the TEB directs the player to conduct a friendly attack on an enemy force, the player has the option to execute a number of attacks. Each Ranger may fire his weapon once. The player resolves attacks by weapon types present in the element executing the attack. The Weapons Attack Tables Chart indicates by weapons type the number of weapons necessary to execute an attack. The chart also lists the maximum range for each weapon. The enemy must be within range for a Ranger to be eligible to fire his weapon. Divide the total number of eligible weapons present in the firing element by the number indicated on the chart. The result is the number of separate attacks executed. (Fractions are rounded up.)

Each attack is resolved by rolling the dice and applying any modifiers. The result is cross-indexed with the Attack Table indicated on the Weapons Attack Tables Chart. The resulting number of enemy casualties is subtracted from the enemy strength. The result is the new enemy strength.

Enemy snipers and machine guns may only be eliminated with certain dice results. This refers to the dice roll result before any modifiers are applied. A 2, 3, or 4 eliminates an enemy machine gun, while only a 2 or 3 eliminates a sniper. Until these dice results are obtained, enemy forces containing machine guns or snipers may not have their strengths reduced below 2.

All attacks must be allocated prior to resolving the first. All allocated attacks must expend an ammunition factor regardless of whether it is executed. Every attack expends an ammunition factor per weapon contributing to the attack. No weapon may fire more than once per friendly attack. No Ranger may fire more than one weapon per attack.

LAWS and hand grenades are ammunition and may be expended by Rangers also firing a weapon. Only one hand grenade per Ranger may be expended per attack.

XV. ACTIONS AT THE OBJECTIVE

Actions at the Objective refer to those actions conducted in the area of the designated objective in execution of the assigned mission. Actions at the Objective begin when the patrol moves within 500m of the plotted location of the ORP during movement. The patrol moves no further. After beginning a new movement determination procedure, the player conducts a security halt.

Following the instructions of the TEB, he reorganizes the patrol into elements and recons for the ORP. This will begin Actions at the Objective. The TEB will guide the player through occupying the ORP, reconning the objective, emplacing the patrol, executing the mission, returning to the ORP, withdrawing from the objective area and disseminating information. Once a patrol withdraws to the ORP from the objective, the patrol must move out of the objective area. The TEB is self-explanatory in the execution of Actions at the Objective.

XVI. WINNING THE GAME

The game of *Ranger* is won or lost by an evaluation of the patrol at the end of the game. The last three paragraphs of the TEB guide the player through this evaluation. Of paramount importance is the accomplishment of the assigned mission. Casualties detract from the victory as do some tactical errors. Victory points are totalled and compared against a scale to determine a victory level. Regardless of the victory level attained, the player should ensure he has learned the proper solutions to tactical problems. Playing *Ranger* properly will greatly increase the player's understanding of patrolling and improve decision making in such operations.

XVII. EXTENDED PATROLLING

While any infantry squad or platoon might be assigned the 18 individual missions included in the game, extended patrolling is the specialty of a Ranger unit such as the 1/75th (Airborne Ranger), the 2/75th (Airborne Ranger), 3/75th (Airborne Ranger) or a divisional LRRP company. After a player is thoroughly familiar with executing a single mission, it is suggested the player conduct extended patrolling operations.

Extended patrolling operations consist of multiple missions and last several days in duration. The patrol is inserted or infiltrates into the area of operations and conducts a mission. At the conclusion of this mission, the patrol establishes a patrol base for field planning, rest, resupply or other sustaining activities. After a period in the patrol base, the patrol conducts another mission. This continues for several days. Finally, the patrol exfiltrates or is extracted. The following rules allow the player to use *Ranger* for extended patrolling.

Patrol Bases: The patrol occupies a patrol base when

directed by the Extended Patrolling Card. The player follows all instructions of the TEB to resolve all necessary patrol base activities. As instructed by the TEB, the player determines the next mission from the Extended Patrolling Card. The TEB will dictate the amount of time the patrol spends in the patrol base prior to beginning movement for the next mission.

Time: No single mission is scheduled to exceed 24 hours in length. All extended patrolling scenarios will exceed the number of printed squares on the map. As necessary, erase all marks upon the completion of 24 hours of play. This will allow the player to continue to accurately record the time.

Extended Patrolling Scenarios: If the player is conducting extended patrolling operations, a different method is used for selecting missions. The player uses the Extended Patrolling Card to determine a scenario and initial mission. Every time the TEB instructs the player to select a new mission, the player refers to the scenario instructions. Extended patrolling uses the TEB to determine the length of time the patrol will spend in the patrol base. The scenario instructions will dictate the end time for the new mission. Instead of being extracted or exfiltrating by this end time, the patrol must have established a patrol base at the designated location by this end time.

An extended patrolling operation continues until all missions in the scenario are completed. Each scenario is evaluated for victory as in a single patrol mission game. Only events that occurred during an individual mission are evaluated. The scores of each individual patrol are averaged to determine a final score for the patrol. If any single mission is failed (a defeat), however, the entire patrol is failed.

XVIII. DESIGNER'S NOTES

In designing *Ranger*, I have attempted to do two things. First, I wanted to give the wargamer a realistic simulation of Ranger operations. Second, I felt the need to keep the game playable. Most tactical games have hundreds of complicated rules to memorize, but bear no relation to actual field maneuvers. The goal was to provide the player with an enjoyable game which would allow him to concentrate on the tactical decisions involved.

Ranger operations are the most difficult and exciting missions that an infantry unit can be assigned. Ranger units have been the US Army's elite since World War II. While a few wargames have attempted to simulate patrolling, none have modeled the situation properly.

Additionally, none have been solitaire. Patrolling suits solitaire gaming fairly well. While conventional operations are the result of the efforts of numerous commanders and staff officers, patrols generally depend entirely on the patrol leader's actions. Also the patrol is forward of friendly lines during most of its mission. This isolated nature simplifies solitaire modelling. The fact that the game is solitaire made the adherence to a playable design criteria even more desirable.

I made every attempt to present the tactical situations as the patrol leader would experience them. I wanted the game system to avoid excessive administrative bookkeeping and rules memorization. (Players who desire an even simpler game should try ignoring the ammunition rules.) I tried to simulate patrolling from my own experiences and not be tied to more standard wargame conventions. Hopefully, the gamer will find these new techniques acceptable .

The laminated map and grease pencil (china marker) are more realistic than a conventional hexagon over-printed mapsheet with die-cut playing pieces. A patrol leader has no overall view of the battlefield. He has a map, the mission briefing, his experience and planning to aid him as the patrol moves to its objective. Radio contact is likely to be non-exsistent for security reasons. The patrol leader is fairly isolated and, especially in jungle or swampy terrain, not able to obtain much additional intelligence beyond that his own observation discloses. (Be sure to use china markers or audio visual markers only on the map and PRL.)

The element of chance prevelant throughout *Ranger* is by design. No patrol leader can control his environment. He can only plan for as many possibilities as he has time and be alert and prepared to implement these contingency plans, if necessary. Even the most experienced player making all the correct decisions will occasionally be destroyed. Combat is always dangerous, but even more so when forward of friendly lines. Learning the game and the tactics involved should reduce your casualties.

The game is not difficult to play and presents patrolling realistically. I will adapt this game system to other environments. Please feel free to send any comments or suggestions to me in care of Omega Games.

Bill Gibbs

This game is dedicated to Ranger Class 1-80.

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